Date: 8/27

Time: 11am

Location: Leep 2320 & Teams

Objective: Set out tasks and functionality of the project

Team Members Attended: Anna Ross, Sriya Annem, Kaden Huber, Samantha Adorno, Tanu Sakary, Sabeen Ahmad

Tasks Allocated: TBD

Follow-Up Actions: tbd

Task Completion Confirmation: N/A– first meeting

Next Meeting Date: Next Wednesday

Project 1 - https://people.eecs.ku.edu/~saiedian/581/Proj/proj1

Today's Notes

- Has everyone gotten the Github request?
- Are we okay using Discord for communication?
    - TEAMS
- Team roles:
    - PM - Sabeen
        - Responsibilities: running the meetings, communication with professor and TAs, github management, answering team members question, preparing the weekly notes beforehand, turn in assignments
    - Note Take - Sriya
        - Responsibilities: Take the weekly meeting notes and Scrum meeting notes
    - QA - Anna & Tanu
        - Responsibilities: testing feature branches
    - SWE - Kaden & Samantha
        - Responsibilities: developing code
- what language?
    - Javascript, html, css
    - Python (tkinter, pygame)
    - C++/C
    - First choice - CLI for UI, python
    - Second choice (if no cli) - python or Javascript, html & css

- UI?
    - don't think we can do CLI because it says the user needs to click on the cell
    - maybe we can use CLI
        - they enter the column and row
        - ask TA if we can do CLI
- Beginning steps?
- Reminders
    - We need to track estimate man hours and actual man hours for the different features
    - need to comment our code well
        - comment at the top of function what it does, make it concise

User Flow

1. Start screen – press enter key to enter game play
2. Ask user how many mines
3. User types in their input
4. 10x10 board shows up
5. User enters column
6. User enters row
7. board is uncovered, simultaneously mines are generated in backend & neighbor count is generated
    a. once the user enters the entire board gets the neighbor count generated, just that it is hidden unless the user selects that box
    b. recursively uncover the box for boxes with mine count = 0
8. initiate status indicators
    a. mine count – how many mines are NOT flag
    b. game state – status: playing or Not playing; win or lose
    c. flag remaining
9. user keeps playing
    a. ask user row & column
    b. THEN ask user if they want to 1) uncover box 2)place flag 3) remove flag
10. IF user uncovers mine – end game
11. ELSE – keep asking
    a. change box to show flagged boxes
12. if all boxes are uncovered except for mines → winning screen

Tasks:

- Front End - Kaden & Anna
    - Start screen
        - user just enters key to start game
    - Playing screen
        - the actual board
        - game status
        - mine count
        - flag count
    - Win Screen
        - if the user wins
        - game status = win
        - replay new game
    - Lose screen
        - if the user loses
        - game status = lost
        - replay new game
- Backend

other notes

- first box the user clicks is safe
    - need to randomize the board AFTER they click
- you can have flags left and still win if you uncovered all non-mines
- once they uncover box they have to